

## **ABSTRACT OF THE DISCLOSURE**

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A system for obtaining credits, e.g. from a bartering group, and converting them to credits for playing games, such as arcade games or other games, and for awarding and/or redeeming coupons, prizes and awards link barter dollars or other units belonging to an individual with credits for playing games or for redeeming coupons, awards and prizes. One or more barter networks are linked with a gaming server that accepts and exchanges barter dollars into credits. The various barter networks may be linked to a global network of which they are members, and the global network may then connected to the gaming server. Various combinations of these connections may be used. In addition, a card that carries data from the barter networks to the gaming server may be used in lieu of, or in addition to, the links. The gaming system may award coupons, which then may be used to select prizes. In certain circumstances the coupons, prizes or credits may be exchanged or converted back to the barter dollars or other form of value that the individual has used to obtain the gaming credits.